

# MODIFY APPOINTMENT TO DO IT

Label	User says	Flow Control	Computer says
#0 start		< OBJECT > is filled with "appointment" and < COMMAND > contains "modify"	

# MODIFY APPOINTMENT

FOURTH 02112660

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Label	User says	Flow Control	Computer says
		If <OPTION1> is filled or <OPTION2> is filled, goto T_NEEDAPPOINTMENT	
		Get LAST APPOINTMENT CHANGED	TTS: The last appointment was <say appointment>. Is that the appointment you want to change?
S_RIGHT APPOINT MENT <sup>a</sup>	'yes'	set <OPTION1> to date and <OPTION2> to time; go to T_WHATTOMOD IFY	
a	or 'no'	say A;; null out <OPTION1> and <OPTION2>; goto T_NEEDAPPOINT MENT	
a	or 'help'	goto T_HELP	
a	or TIMEOUT	say A;; goto S_RIGHTAPPOINT MENT	A: Hurry up and say something.
a	or BAD_SCORE	If failure_count < 4, say A and goto S_RIGHTAPPOINT MENT or else say B and goto MainDialog	A: I couldn't understand that.  B: I give up. Going back to main menu.
T_NEED APPOINT MENT		If <OPTION1> is filled, goto T_STARTTIME	PROMPT FOR INPUT, e.g. 'What's the date of the appointment you'd like to modify?' "Okay. Tell me the date and I can pull that information up for you" "Okay. Give me the date and we'll take a look." "Okay. Give me the date and I'll check your calendar."
S_DATE <sup>b</sup>	[date]	Goto S_STARTTIME	
b	or 'help'	goto HELP	

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b	or 'get me out of here'	Say A: Let STATUS = return code of done; If DONE = GONE, clean up; stop the procedure; If DONE = OPPS, say B;; goto S_DATE	A: Okay. What would you like to do now?  B: You're back in MODIFY APPOINTMENT. Que pasa?
b	or TIMEOUT	say A;; goto S_DATE	A: Here's what you can do
b	or BAD_SCORE	If failure_count < 4, say A and goto S_DATE or else say B and goto MainDialog	A: I couldn't understand that.  B: I give up. Going back to main menu.

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Label	User says	Flow Control	Computer says
T_STAR TTIME		If <OPTION2> is filled goto DOESAPPOINTM ENTEXIST	PROMPT FOR INPUT, e.g. "Now, tell me the start time"
S_STAR TTIME	[start time]	Goto DOESAPPOINTM ENTEXIST;	
c	or 'help'	goto HELP	
c	or 'get me out of here'	Say A: Call MAIN DIALOG with DONE; Let STATUS = return code of DONE; If DONE = GONE, clean up; stop the procedure; If DONE = OPPS, say B;; goto S_STARTTIME	A: Okay. What would you like to do now?  B: You're back in MODIFY APPOINTMENT. Que pasa?
c	or TIMEOUT	say A;; goto S_STARTTIME	A: Here's what you can do
c	or BAD_SCORE	If failure_count < 4, say A and goto S_STARTTIME or else say B and goto MainDialog	A: I couldn't understand that.  B: I give up. Going back to main menu.

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Label	User says	Flow Control	Computer says
DOESAP POINTM ENTEXI ST		If time mentioned is not within the time of an actual appointment <OPTION1> = NULL <OPTION2> = NULL say A and go to S_DATE	A: "I don't see an appointment at that time. What's the date of the appointment?" "I'm not seeing anything on your schedule at that time. Let me take another look." "I don't see anything scheduled for that time. Let me look again." (note: needs branching on the return to #1...)
		If there is only one appointment at this time, go to T_WHATTOMOD IFY	
		FINDAPPOINTM ENTINLIST (<DATE> <STARTTIME>) returns APPOINTMENT INDEX. Make believe appointment index was spoken (actually there's no dialog).	
	NOTONLIST	say A; goto MAIN DIALOG	A: Okay. I won't modify any of your appointments."

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or index for actual appointment	Set <OPTION1> and <OPTION2> to the time and date of the appointment that was selected; goto T_WHATTOMOD IFY	
or GETMEOUT OF HERE	say A: GOTO Main Dialog	A: I'm history. See you later.
or NOISEONLINE	Say A; Goto MainDialog	A: I give up. Going back to main menu.

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# TO MODIFY APPOINTMENT

Label	User says	Flow Control	Computer says
T_WHA TTOMO DIFY			PROMPT FOR INPUT, e.g. "What do you want to change?" "What would you like to change?"
S_WHA TTOMO DIFYz	'delete'		CONFIRM THEY WANT TO DELETE: "Are you sure you want to delete this appointment?"
SHOUL DDELE TEd	'Yes'	Delete appointment; Say A; Say B; goto S_WHATTOMOD IFY	A: "Done. I've deleted the appointment." "Done. That appointment is history" "Done. It's outta here." B: What else would you like to change? If nothing, just say 'no changes.'
d	or 'No'	Say A and go to S_WHATTOMOD IFY	A: 'No problem... Let's leave it then. What else would you like to change? If you don't want to change anything, just say 'no changes'"
d	or 'help'	goto T_HELP	
d	or BAD_SCORE	If failure_count < 4 say A and goto S_SHOULDDELE TE or else say B and goto MainDialog	A: I couldn't understand that. Do you want to delete or not? B: I give up. Going back to main menu.
d	or 'get me out of here'	Say A; Call MAIN DIALOG with DONE; Let STATUS = return code of DONE; If DONE = GONE, clean up; stop the procedure; If DONE = OOPS, say B;; goto S_SHOULDDELE TE	A: Okay. What would you like to do now? B: You're back in MODIFY APPOINTMENT. Que pasa?

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A: Here's what you can do

say A;;  
goto  
S\_SHOULDDELE  
TE

or TIMEOUT

d



# TO MODIFY APPOINTMENT

Label	User says	Flow Control	Computer says
z	or 'date'		<p>CONFIRM THEY WANT TO CHANGE DATE: "Okay, what's a good day for you?"</p> <p>"Your appointment is currently on [day][month][date]. Tell me the new date."</p> <p>"Right now your appointment is scheduled for [month][date]. Tell me the new date."</p> <p>"Okay, when do you want to reschedule your appointment?"</p> <p>"Tell me the new date."</p> <p>"What date do you want to move it to?"</p>
S_NEW DATEe	[date]	Change date in the database; say A; say B; goto S_WHATTOMOD IFY	<p>A: "All right. I'll reschedule your appointment for [day][month][date]"</p> <p>B: What else would you like to change? If nothing, just say 'no changes.'</p>
e	or 'help'	goto T_HELP	
e	or BAD_SCORE	If failure_count < 4 say A and goto S_NEWDATE; or else say B and goto MainDialog	<p>A: I couldn't understand that. What's the new date?</p> <p>B: I give up. Going back to main menu.</p>
e	or 'get me out of here'	Say A: Call MAIN DIALOG with DONE; Let STATUS = return code of DONE; If DONE = GONE, clean up; stop the procedure; If DONE = OPPS, say B;; goto S_NEWDATE	<p>A: Okay. What would you like to do now?</p> <p>B: You're back in MODIFY APPOINTMENT. Que pasa?</p>
e	or TIMEOUT	say A;; goto S_NEWDATE	A: Here's what you can do

# MODIFY APPOINTMENT

Label	User says	Flow/Control	Computer says
z	or 'start time'		CONFIRM THEY WANT TO CHANGE START TIME: "Right now, you're scheduled to start at [start time]. When would you rather start?" "At the moment, you're scheduled to start at [start time]. When would you rather start?"
S_NEW START	[start time]	Set start time; say A;; say B; goto S_WHATTOMOD IFY	A: TTS: Your new start time is [start time]. B: What else would you like to change? If nothing, just say 'no changes.'
f	or 'help'	goto T_HELP	
f	or BAD_SCORE	If failure_count < 4: say A and goto S_NEWSTART; or else say B and goto MainDialog	A: I couldn't understand that. What's the new start time? B: I give up. Going back to main menu.
f	or 'get me out of here'	Say A; Call MAIN DIALOG with DONE; Let STATUS = return code of DONE; If DONE = GONE, clean up; stop the procedure; If DONE = OPPS, say B;; goto S_NEWSTART	A: Okay. What would you like to do now? B: You're back in MODIFY APPOINTMENT. Que pasa?
f	or TIMEOUT	say A;; goto S_NEWSTART	A: Here's what you can do

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# TO MODIFY APPOINTMENT

Label	User says	Flow Control	Computer says
z	or 'duration'		CONFIRM THEY WANT TO CHANGE DURATION "Currently, your appointment's scheduled to run for [duration] hour(s). How many hours would you like it to last?" "Currently, your appointment runs for [duration] hour(s). How many hours would you like it to last?"
S_DURATIONg	[duration]	say A: say B; goto S_WHATMOD IFY	A: "All right, I'll reschedule the appointment to end at [end time]. B: What else would you like to change? If nothing, just say 'no changes.'
g	or 'help'	goto T_HELP	
g	or BAD_SCORE	If failure_count < 4 say A and goto S_DURATION; or else say B and goto MainDialog	A: I couldn't understand that. What's the duration? B: I give up. Going back to main menu.
g	or 'get me out of here'	Say A: Call MAIN DIALOG with DONE; Let STATUS = return code of DONE; If DONE = GONE, clean up; stop the procedure; If DONE = OPPS, say B;; goto S_DURATION	A: Okay. What would you like to do now? B: You're back in MODIFY APPOINTMENT. Que pasa?
g	or TIMEOUT	say A;; goto S_DURATION	A: Here's what you can do

# TELEPHONE MODIFY APPOINTMENT

z	or 'who is invited'		PROMPT FOR INPUT: "Would you like to add someone to the list or remove someone from the list?"
S_CHA NGEIN VITEh	'add'	Set ACTION=ADD; Say A; go to INVITENAME	A: Please give the name of the person you want to add.
h	or 'remove'	Set ACTION=REMO VE; Say A goto INVITENAME	A: Please give the name of the person you want to remove.
h	or 'help'	GOTO T_HELP	
h	or 'get me out of here'	Say A: Call MAIN DIALOG with DONE; Let STATUS = return code of DONE; If DONE = GONE, clean up; stop the procedure; If DONE = OPPS, say B;; goto S_CHANGEINVI TE	A: Okay. What would you like to do now?  B: You're back in MODIFY APPOINTMENT. Que pasa?
h	or TIMEOUT	say A;; goto S_CHANGEINVI TE	A: Here's what you can do
h	or BAD_SCORE	If failure_count < 4 say A and goto S_CHANGEINVI TE or else say B and goto MainDialog	A: I couldn't understand that. What do you want to do?  B: I give up. Going back to main menu.

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INVITE NAME		get response from user FINDNAMEINLIST T <name> <NAMEINDEX> For convenience, make believe that <NAMEINDEX> was a response	
i	HELP	goto T_HELP	
i	or NOONE	Say A:; goto S_WHATTOMOD IFY	A: Okay. What else would you like to modify?
i	or NOTFOUND OR NOT IN LIST		A: I'm sorry. I could not find that name. Would you like to give a different name?.
TRYNA MEAGA INj	'yes'	IF ACTION = ADD, Say A:; goto INVITENAME If ACTION = DELETE, Say B; goto INVITENAME	A: Okay. Who would you like to add? B: Okay. Who would you like to delete?
j	or 'no'	Say A:; goto S_WHATTOMOD IFY	A: Okay. What would you like to do now?

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j	or 'get me out of here'	Say A: Call MAIN DIALOG with DONE; Let STATUS = return code of DONE; If DONE = GONE, clean up; stop the procedure; If DONE = OPPS, say B;; goto S_TRYNAMEAG AIN	A: Okay. What would you like to do now?  B: You're back in MODIFY APPOINTMENT. Que pasa?
j	or TIMEOUT	say A;; goto S_TRYNAMEAG AIN	A: Here's what you can do
j	or 'help'	goto T_HELP	
j	or BAD SCORE	If BS_count < 4 say A and goto 57 or else say B and goto MainDialog	A: "Sorry, I didn't catch that. Please say yes or no.  B: SUPPLY PROMPT FOR MAIN DIALOG, e.g. 'Let's start again.'
i	a valid name index		TTS: The name I found is [name]. Is that correct?.

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S_CONF IRMNA MEk	'yes'	<p>If ACTION =ADD; Say A;; PEOPLELIST = PEOPLELIST &amp;&amp; NAME; say B;; goto S_WHATTOMOD IFY;</p> <p>If ACTION = REMOVE, Say A;; PEOPLELIST = PEOPLELIST -- NAME; say B; goto S_WHATTOMOD IFY</p>	<p>A: Okay.</p> <p>B: What else would you like to change? If nothing, just say 'no changes.'</p>
	or 'no'	<p>Say A;; goto INVITENAME</p>	<p>A: Sorry. Please repeat the name.</p>
k	or 'get me out of here'	<p>Say A: Call MAIN DIALOG with DONE; Let STATUS = return code of DONE; If DONE = GONE, clean up; stop the procedure; If DONE = OPPS, say B;; goto S_CONFIRMNA ME</p>	<p>A: Okay. What would you like to do now?</p> <p>B: You're back in MODIFY APPOINTMENT. Que pasa?</p>
k	or TIMEOUT	<p>say A;; goto S_CONFIRMNA ME</p>	<p>A: Here's what you can do</p>

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k	or 'help'	goto T_HELP	
k	or BAD SCORE	If BS_count < 4 say A and goto S_CONFIRMNA ME; or else say B and goto MainDialog	A: "Sorry, I didn't catch that. Is the name correct?"  B: SUPPLY PROMPT FOR MAIN DIALOG, e.g. 'Let's start again.'
i	'noise on line'	goto Main Dialog	

z	or 'event description'		"Let's record a quick reminder. At the tone, tell me how you would describe the meeting. When you're T_FINISHED, press the pound key or say 'stop recording' ..."
S_EVEN TDESCI	'staff meeting'	MEETTYPE = "staff meeting"	
l	or 'lunch'	MEETTYPE = "lunch"	
l	or 'weekly status meeting'	MEETTYPE = "weekly status meeting"	
l	or 'get me out of here'	Say A: Call MAIN DIALOG with DONE; Let STATUS = return code of DONE; If DONE = GONE, clean up; stop the procedure; If DONE = OPPS, say B;; goto S_EVENTDESC	A: Okay. What would you like to do now?  B: You're back in MODIFY APPOINTMENT. Que pasa?
l	or TIMEOUT	say A;; goto S_EVENTDESC	A: Here's what you can do



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A: Okay. I've got the event description. What else do you want to modify?

I	or ANYTHING ELSE	MEETTYPE = "none"; store input as recording; say A.; goto S_WHATTOMOD IFY	
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z	or 'reminder'	Check reminder status If reminder=yes, say A; If reminder=no, say B.	A: You have a reminder set for xxx minutes before the appointment. Would you like to keep the reminder?  B: You do not have a reminder set. Would you like to have a reminder?
S_REMINDERS TATUS m	'yes'		A: How many minutes before would you like to be reminded?
S_MINUTESn	[minutes]	set the reminder for [minutes] before; say A; goto S_WHATTOMOD IFY	A: Okay. What else would you like to do to the appointment?
n	or TIMEOUT	say A;; goto S_MINUTES	A: Here's what you can do
n	or 'help'	goto T_HELP	
n	or BAD SCORE	If BS_count < 4 say A and goto S_MINUTES or else say B and goto MainDialog	A: "Sorry, I didn't catch that. Is the name correct?"  B: SUPPLY PROMPT FOR MAIN DIALOG, e.g. 'Let's start again.'
m	or 'no'	Turn off reminder; say A;; goto S_WHATTOMOD IFY	A: You won't get a reminder for this appointment. What would you like to change now?
m	or TIMEOUT	say A;; goto S_REMINDERST ATUS	A: Here's what you can do
m	or 'help'	goto T_HELP	
m	or BAD SCORE	If BS_count < 4 say A and goto S_REMINDERST ATUS or else say B and goto MainDialog	A: "Sorry, I didn't catch that. Is the name correct?"  B: SUPPLY PROMPT FOR MAIN DIALOG, e.g. 'Let's start again.'

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z	or 'done' or 'no changes'	say A;; goto T_FINISH	A: Okay. You're done changing the appointment.
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# TO MODIFY APPOINTMENT

T_FINIS H		IF MEETTYPE <> "none," say A IF MEETTYPE = "none," say B	A: TTS: "You're confirmed for your [time][a.m./p.m.] appointment on [day], [date]. It will end at [Duration] + [StartTime]. The purpose of the appointment is [play meeting type]. The people invited are [say PEOPLELIST]. If you want to change anything about this appointment at any time, just say 'modify appointment'."  B: TTS: "You're confirmed for your [time][a.m./p.m.] appointment on [day], [date]. It will end at [Duration] + [StartTime]. The purpose of the appointment is [play]. The people invited are [say PEOPLELIST]. If you want to change anything about this appointment at any time, just say 'modify appointment'."
		Check for conflict. If there is a conflict, say A. goto MainDialog	A: The meeting you just created conflicts with the following meeting. If you want to resolve the conflict, just say read appointment and you can decide which appointment you want to modify.
T_HELP			"Here's how to schedule an appointment. I'll ask you the date and time of the appointment, who it's with and what it's about, and give you the chance to confirm that all the information is correct. If you want to stop at any time, say 'forget it'. If you want to continue, say 'keep going'."
S_HELP 0	'keep going'	return to the place where they left off	
0	or 'help'	goto T_HELP	
0	or BAD_SCORE	If BS_count < 4 say A and goto S_HELP or else say B and goto MainDialog	A: "Sorry, I didn't catch that. Please say 'forget it', 'keep going' or 'help'."  B: SUPPLY PROMPT FOR MAIN DIALOG, e.g. 'Let's start again.'
960	or TIMEOUT	say A.;; goto S_HELP	A: Here's what you can do
970	or BAD_SCORE	If BS_count < 4 say A and goto S_HELP or else say B and goto MainDialog	A: "Sorry, I didn't catch that. Is the name correct?"  B: SUPPLY PROMPT FOR MAIN DIALOG, e.g. 'Let's start again.'

Welcome Domain	
top_welcome_messageconfirm	<p>Before I send your message, you can play it back, delete it and try again, or send it as it is.</p> <p>T1:</p> <p>To review your message, just tell me to "play it back". If you want, we can record it over again. Say "delete it" and then I'll set you up to re. If it's okay as it is, you can hang up. (Thanks!)</p> <p>To make sure the message is exactly how you want it, you can "play it back," "delete it" then record a new message, or "mark it urgent" and I'll deliver it A.S.A.P. If it's okay as is, go ahead and hang up. Thanks!</p> <p>T2, T3 Silent</p>

SCANNED, # 12

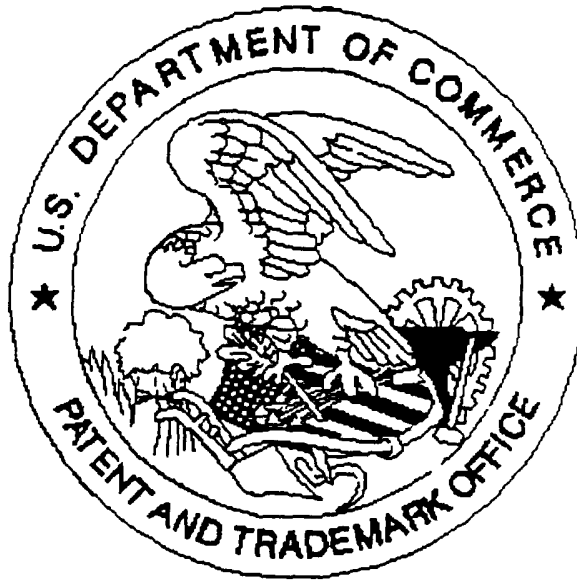
Main Domain	
rej_main_select	<p>I'm sorry. I didn't catch that. Say all my mail, my voicemail, my email, a contact, my appointments, my news, news about a company, my quotes, or a quote from a particular company.</p> <p>R1</p> <p>I missed that, I'm sorry. Could you repeat it please?</p> <p>Would you repeat that for me please?</p> <p>R2</p> <p>Sorry, I didn't understand that. Please point me in the direction you want to go. Say all my mail, my voicemail, my email, a contact, my appointments, my news, news about a company, my quotes, or a quote from a particular company.</p> <p>R3</p> <p>I'm still not understanding you. Sorry! One more time - Please say all my mail, my voicemail, my email, a contact, my appointments, my news, news about a company, my quotes, or a quote from a particular company.</p>
rej_main_update_schedule	<p>I'm sorry. I didn't catch that. Say at work, at home, mobile, unavailable, on schedule, or tell the phone number where you will be.</p> <p>R1</p> <p>Where did you say you'll be?</p> <p>Where did you say I could reach you?</p> <p>R2</p> <p>I'm sorry. I wasn't able to understand you. Please tell me again where you'll be. Say WORK, HOME, MOBILE, ON SCHEDULE, or UNAVAILABLE. Or, if you like, you can leave a phone number. If you need more help, say HELP.</p> <p>R3</p> <p>My apologies, there might be noise on the line that's preventing me from hearing you properly. Say WORK, HOME, MOBILE, ON SCHEDULE, or UNAVAILABLE. Or, if you like, you can leave a phone number. If you need more help, say HELP. Hmmm, I'm not sure what the problem is. Let's try this one last time. . Say WORK, HOME, MOBILE, ON SCHEDULE, or UNAVAILABLE. Hope this works!</p>

Mail Domain	<p>What do you want me to do with your mail? Ready. What can I do for you? Okay, mail's ready. How can I help you? I'm looking at your messages on my monitor. What would you like me to do? Okay, ready. Tell me what you'd like me to do. What can I do for you?</p>
mail_top_navlist	
mail_tutorial	<p>Let me tell you about your mail inbox, and what I can do for you.</p> <p>IN PROGRESS</p> <p>We'll probably spend a lot of our time working with your messages. Your inbox handles all three kinds of messages; voice, email and fax. First, I can play your messages to you. I'll sort them into lists, which I can play to you straight through, or you can move through the list using the commands 'next', 'previous', 'first', 'last' and 'repeat'. I can delete any message we're currently listening to, or else I'll automatically save it for you in your 'old' mail file. After you've listened to a message, I can call the person back for you or email a response to them, as long as we have the contact information for them in the address book.</p> <p>When you ask me to read you your messages, I'll tell you how many messages you have then I'll put them in a list, starting with the most recent. Say 'play' to start listening to your messages. Once you've heard a new message, it's automatically saved as an old one unless you specifically ask me to delete it. You can navigate through the list of messages by saying 'next', 'previous', 'first', 'last' or 'repeat'. To pick up where you left off before asking for help, say 'keep going'. When you're finished with your messages, say 'done'.</p> <p>When you say 'Get my new messages'...</p> <p>Still there? Say next, read it, delete it, or call them back. For more options, say help.</p>
bst_mail_navlist	<p>Time Out 1:</p> <p>Mail's ready. Tell me what you'd like to do. I've got your messages ready. What would you like to do? I've got your inbox up on the monitor. What would you like to do?</p> <p>Time Out 2:</p> <p>Hello? Still there? We'd just started to deal with your messages. Tell me what you want me to do with them -- Say 'PLAY IT' to hear your first message, next to hear the next one, and so on.</p> <p>For some reason I can't hear you. If you're still there, here are your options. Say 'next' to hear the next message. Say 'previous' to hear the previous one. Of course, I'll save everything you don't have me delete. Otherwise, if you need help, say 'help'.</p> <p>I'm not sure if you said anything -- sorry if I'm repeating</p>

<b>Main Domain</b>	
top_main_firsttime	<p>What can I do for you?</p> <p>How can I help you?</p> <p>What would you like to do?</p> <p>What else can I do for you?</p> <p>T1:</p> <p>Anything else I can do for you?</p> <p>Is there anything else I can help you with?</p> <p>What else can I help you with?</p> <p>Anything else I can help you with?</p> <p>What else would you like to do?</p> <p>Anything else you'd like me to do for you?</p> <p>T2, T3 Silent</p> <p>Still there? Say Call, Voicemail, Address Book, Find, Email, Calendar, News, Quotes, or Schedule a Meeting.</p> <p>T1:</p> <p>Anything else I can help you with?</p> <p>What else would you like to do?</p> <p>Anything else you'd like me to do for you?</p> <p>What else can I help you with?</p> <p>T2:</p> <p>Sorry, I couldn't hear your reply! Was there anything else I can help you with?</p> <p>Hmm, I'm not hearing you properly for some reason. Was there anything I can do for you?</p> <p>T3:</p> <p>There might be a problem on this line! all I'm getting is silence. Can I help you with anything? Get your messages? Check your Calendar? Look up a phone number? Just let me know.</p> <p>I'm sorry, I didn't catch that. Say Call, Voicemail, Address Book, Find, Email, Calendar, News, Quotes, or Schedule a Meeting.</p> <p>R1:</p> <p>Could you repeat that please?</p> <p>Sorry, I couldn't understand what you said. Would you repeat it for me please?</p> <p>Your reply got scrambled for some reason. Could you repeat it for me please?</p> <p>R2:</p> <p>Okay, for some reason I'm not hearing you. Tell me, is there anything I can do for you. Please say "Call," "Voicemail," "Address book," "Find," "Email," "Calendar," "News, "Quotes," or "Schedule a Meeting."</p> <p>R3:</p> <p>I'm really sorry this isn't working better. Let's try it one last time. Say 'CALENDAR', 'ADDRESSBOOK', 'NEWS' or any of the other commands. Or you can always say HELP.</p> <p>Let's try one last time, then I'll cancel out of this. Please tell me what you'd like to do. Say 'CALENDAR', 'ADDRESSBOOK', 'NEWS' or any of the other commands. Or you can always say</p>
top_main	
bst_main	
rej_main	



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SCANNED, # 12

Application deficiencies found during scanning:

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for scanning. (Document title)

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*The page numbering of claims is irregular, it starts with page 104 instead of 80. Pages 80 to 103 are Appendices.*

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